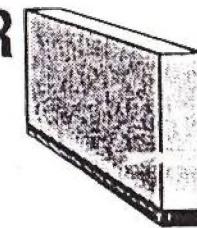


SILVER
User manual



SILVER DG-100

Congratulations on your decision to purchase this product.

The SILVER videographic workstation has been developed as the result of five years of research into the needs of professionals in the field of videographic creation and image treatment. The SILVER philosophy combines the latest technology, a flexible approach and the highest standards of construction to offer you a power and flexibility unrivalled at any price.

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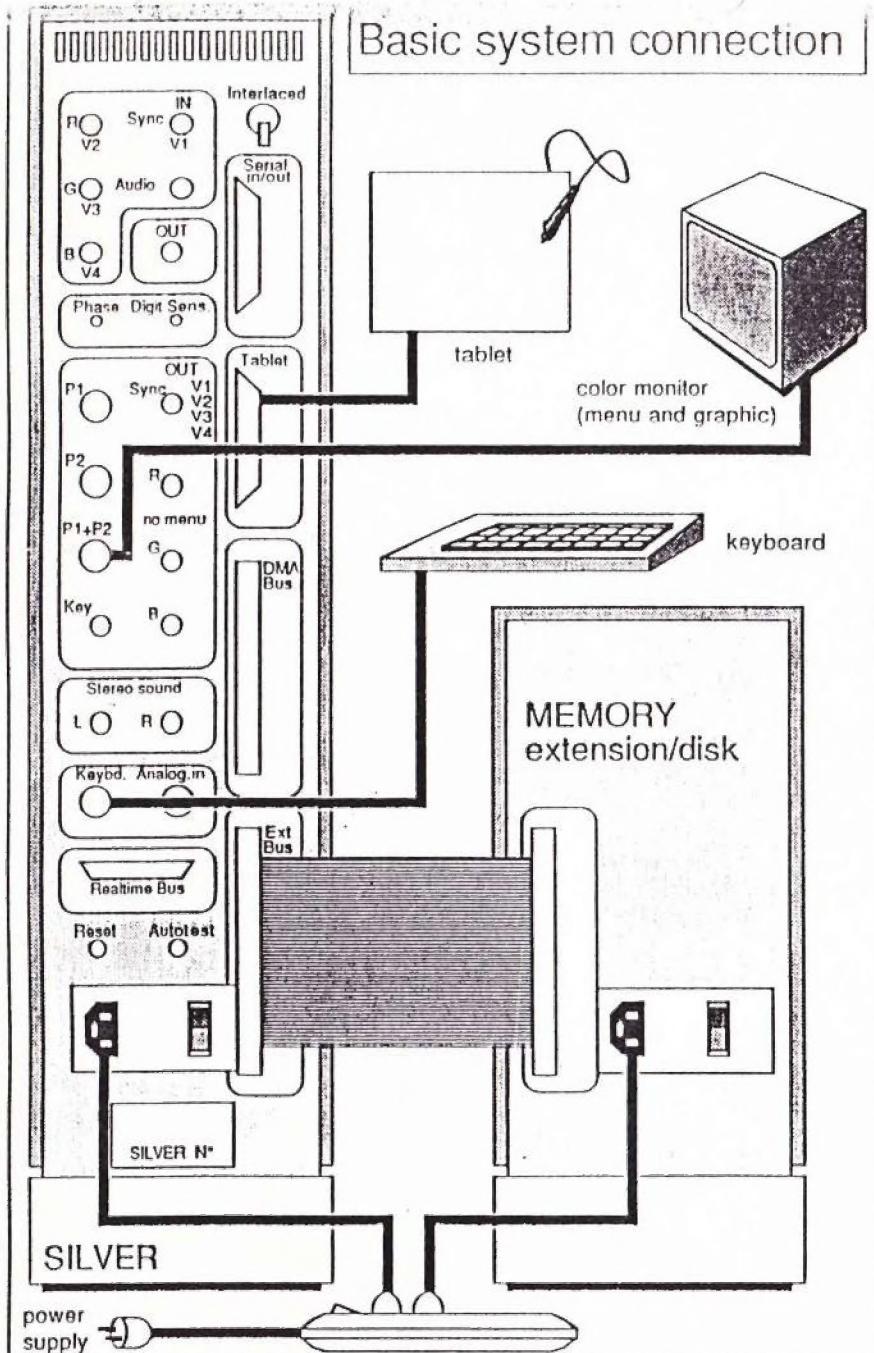
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Chapter 1 - introduction



Introduction - page 1

Connection and cartridge installation

This first chapter deals with the installation and testing of the **SYSTEM** cartridge (which is necessary for other applications to operate), and the **GRAF 65000** cartridge. Even if you have bought more programs, these are the **ONLY** cartridges that you should install and test at this stage.

In order for your **SILVER** to function correctly, you must set aside sufficient time for the procedures described in this chapter.

Carefully remove the units from their packaging and position them on a stable surface.

Connect the tablet, keyboard, power supply cable and **ONE** monitor screen (in socket P1+2) to the **SILVER** (see diagram on the previous page).

Even if you have the **SILVER MEMORY EXTENSION/DISK** unit, do **NOT** connect it to the system at this stage.

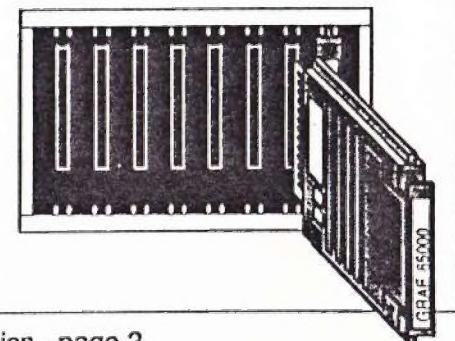
Ensure that the **SILVER** is switched OFF.

Remove the '**SYSTEM**' and '**GRAF 65000**' application cartridges from their packaging.

Remove the trap door covering the cartridge compartment by prising the cut-out corner using your thumbnail. (the trap door is located on the right face of the **SILVER**).

Holding the cartridge with the **DE GRAFE** insignia to the **LEFT**, carefully slide it into the connector at the back of the compartment.

Insert **SYSTEM** and **GRAF 65000** **ONLY** (into slots 1 and 2 respectively) ... the slots are numbered 1 to 8 from left to right.



Introduction - page 2

When you have installed the two cartridges (SYSTEM and GRAF 65000) in the slots, switch on the SILVER and the monitor. The LED indicator in the SILVER's granite base should be alight.

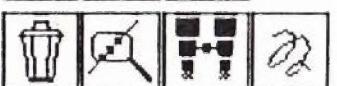
You should see two icons appear at the top of the screen...



If these do not appear, switch off the SILVER and check that both cartridges are correctly inserted in the slots... then WAIT 10 SECONDS and switch the SILVER on again. If there are still no icons on the screen, check that the monitor is correctly adjusted and that all the cables are correctly connected.

If all is well you can proceed...

Selections are made by positioning the on-screen cursor (using the pen) over an icon from the menu, and clicking the tip of the pen onto the tablet. Click the GRAF 65000 icon to select that application for use...



The icon is now displayed in inverse video... and the main function types appear in the next row down. The drawing type functions are selected by default and the functions of that type are displayed in the next two rows.

Click one of the function icons (rows 3 and 4)... the sub-options available for that function appear at the base of the screen...



To test that the system is functioning correctly, follow the procedure described below...



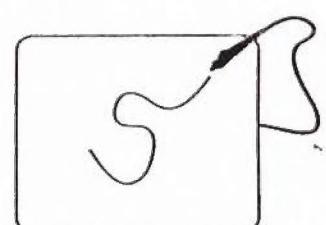
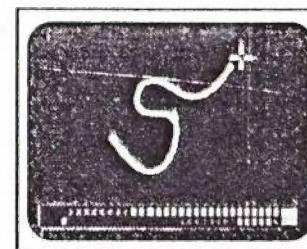
Click the pen on the DRAWING FUNCTIONS icon.



Click the pen on the FREEHAND function.

Click the pen in the BLACK part of the menu (anywhere on screen except on an icon)... the menu disappears. The screen is blank except for a palette of colors at the bottom.

Try drawing on the screen... press the tip of the pen on the tablet and move the pen (without releasing the tip).



To go back to the menu, click the pen at the base of the tablet (where the cursor is no longer visible).



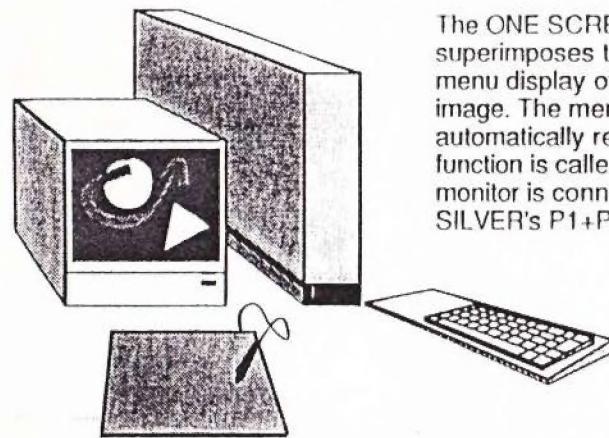
Click the pen on the LIST icon... this gives a list of all cartridges installed in the system together with information. The SYSTEM cartridge should be listed in position 1 and GRAF 65000 in position 2. Click a second time to return to the menu.

If all is well, you can install and test (ONE BY ONE) any remaining application cartridges as you have done for SYSTEM and GRAF 65000. You should then refer to the respective user manual for detailed information on each application.

Very important

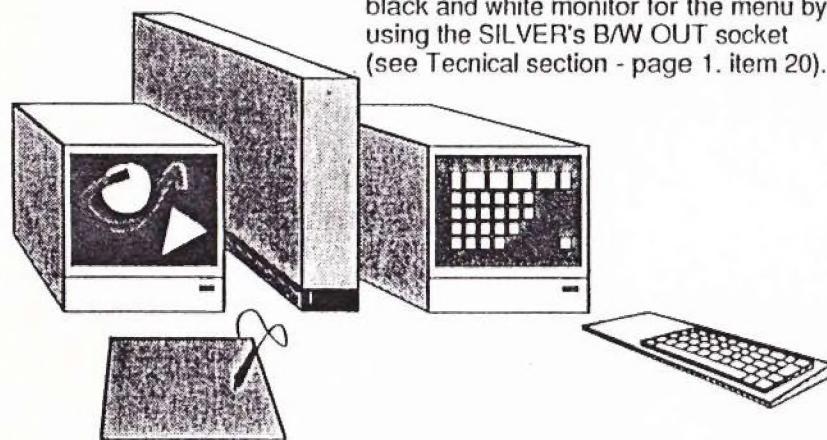
Each time the SILVER is switched off, WAIT AT LEAST 10 SECONDS before switching on again.

Different screen configurations



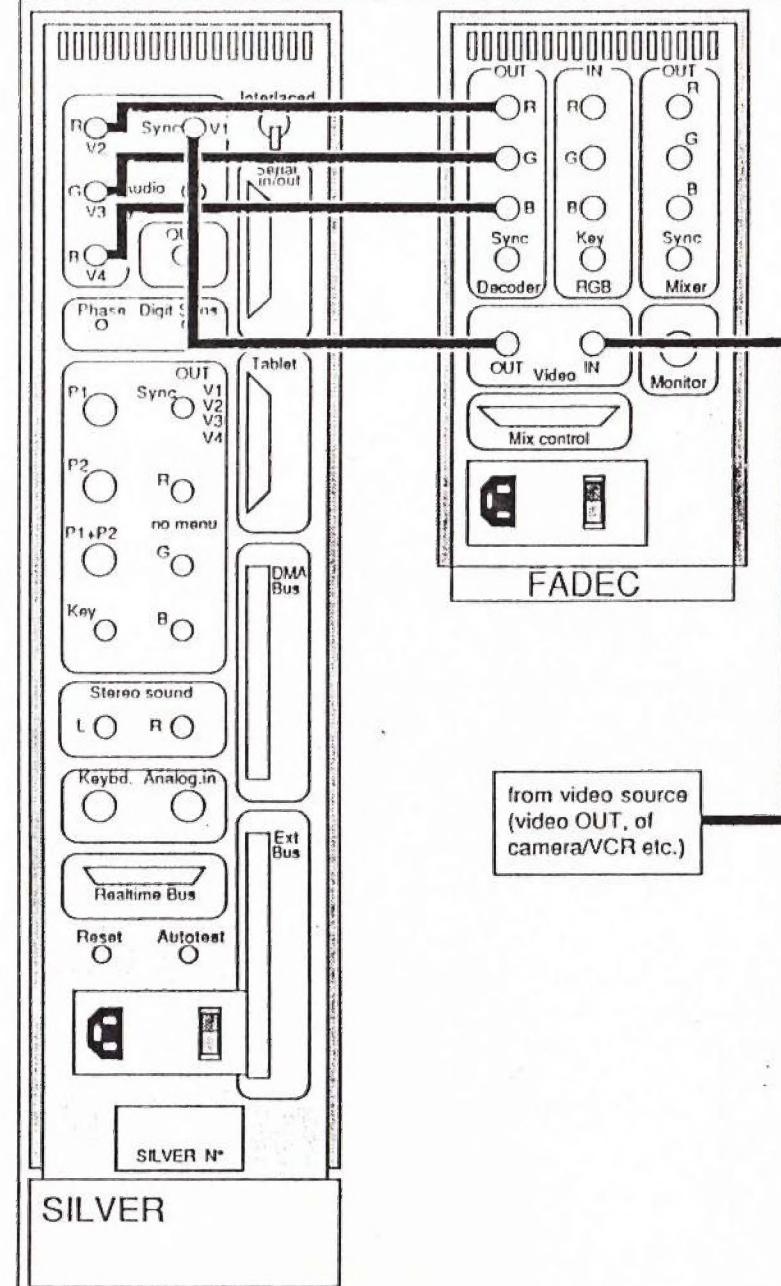
The ONE SCREEN configuration superimposes the SILVER's menu display over the graphic image. The menu is automatically removed when a function is called. The color monitor is connected to the SILVER's P1+P2 socket.

The TWO SCREEN configuration one monitor continuously displays the menu while the graphic image is displayed continuously on the second monitor. The MENU monitor is connected to the SILVER's P2 socket and the GRAPHICS monitor is connected to the P1 socket. You may use a black and white monitor for the menu by using the SILVER's B/W OUT socket (see Technical section - page 1, item 20).

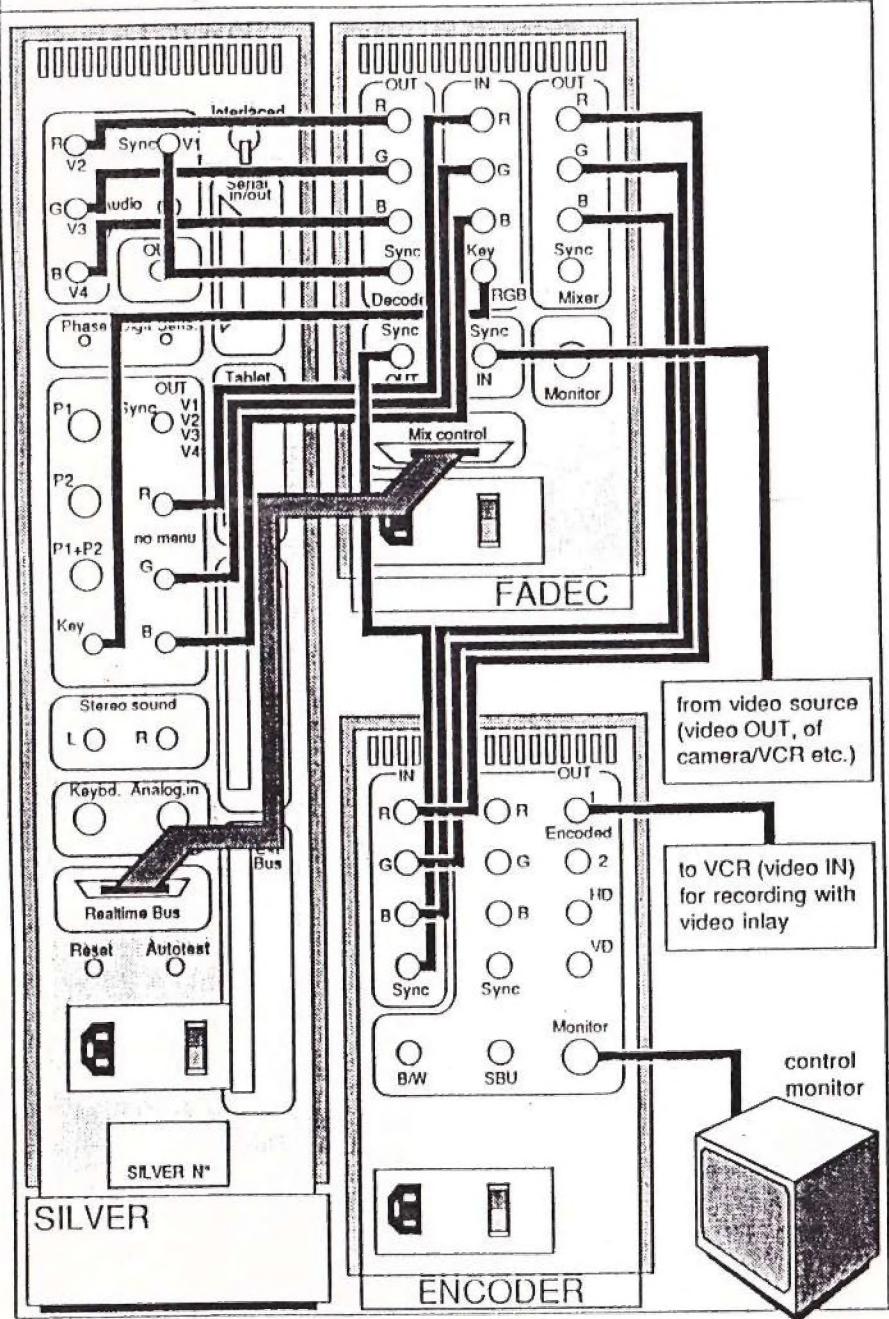


WARNING : The following monitors are NOT suitable for use with the SILVER: **SONY Profeel KX20** and **GRUNDIG PM 215 RGB**
No responsibility will be accepted for possible damage caused in use of these monitors.

Digitizing images from video camera / VCR

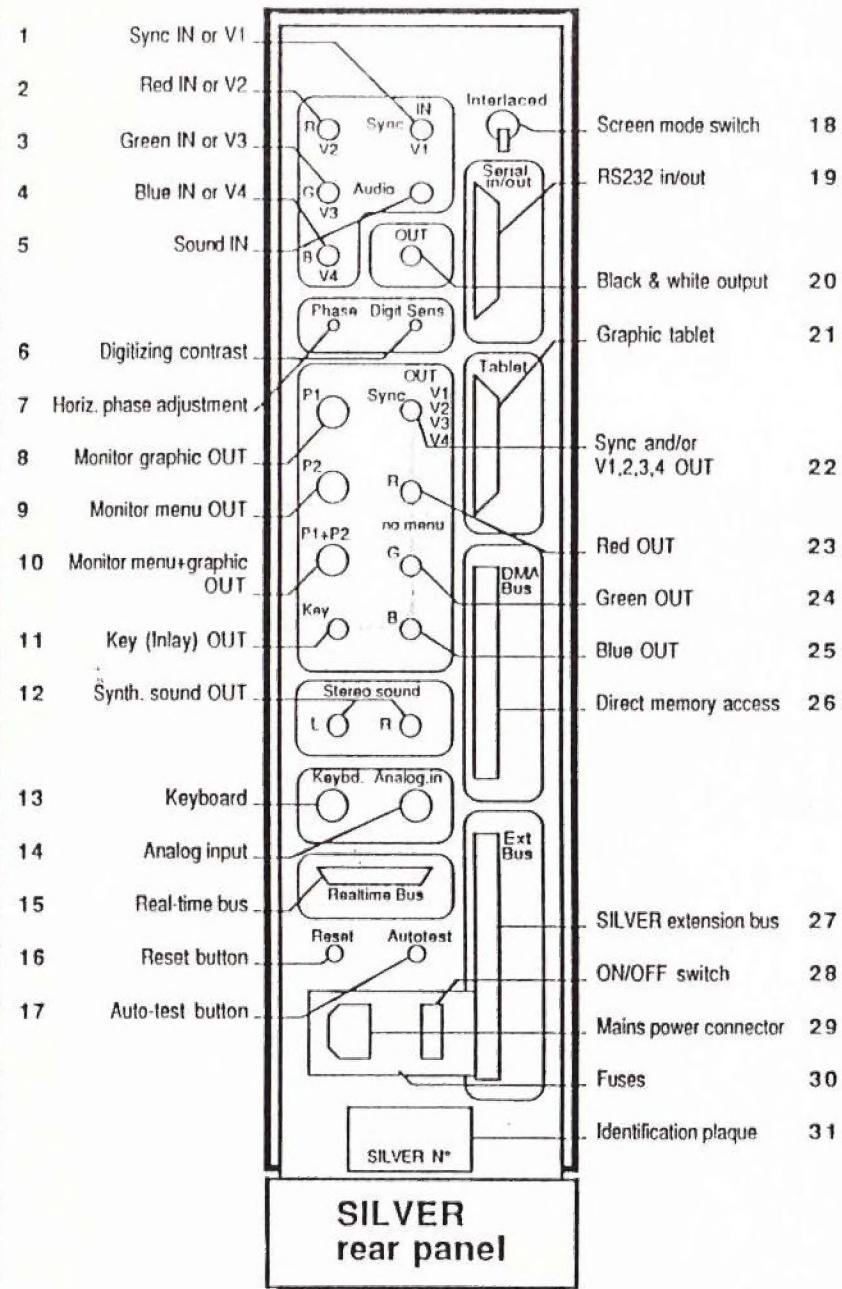


Recording to a VCR with video inlay



Chapter 2 - technical section

SILVER rear panel description



1	Sync IN/Video 1	External sync input (Genlock on all video signals 1 Volt pp, 75 Ω). Picture sync input for digitizing (video) ...or video 1 input.
2,3,4	R.G.B IN/Video 2,3,4	Input for component colours Red, Green and Blue of the video image for digitizing ...or Video 2, Video 3, Video 4 inputs.
5	Audio IN	Audio input for numerical processing in real-time. The sound is output only on sockets 8(P1), 9(P2) and 10(P1+P2) - (programmable outputs).
6	Digit sensitivity	Digitizing contrast adjustment potentiometer.
7	Phase	Phase adjustment potentiometer, allows lateral positioning of video 1 image in relation graphic image.
8	P1 Monitor (graphic only out)	Color monitor output of graphic (or digitized) images. Output for sound input at 5 (Audio IN) and/or of sound generated by the SILVER.
9	P2 Monitor (menu only out)	Color monitor menu only output. Output of sound input at 5 (Audio IN) and/or of sound generated by the SILVER.
10	P1+P2 Monitor (graphics + menu out)	Color monitor output of graphic (or digitized) images with inlay of the menu in color. Output of sound input at 5 (Audio IN) and/or of sound generated by the SILVER.
11	Key OUT ('Inlay' key out)	Black and white video output, carrying sync, linked with video inlay. For Video 1, Video 2, Video 3, Video 4 inlay control using the FADEC decoder. Inlay signal for extension inlayer or console. Inlay logic is as follows : Black... SILVER image White... Video(s) 1,2,3 or 4 inlay.
12	Stereo Sound L & R	Left/right outputs for the integrated stereo sound synthesizer.

13	Keyboard	Keyboard input connection.	23, 24,25	R.G.B OUT/ Video 2,3,4	Output of the image's component colors - Red, Green and Blue for output to an RGB monitor, photographic screen copier or RGB console. Important note: the menu is NEVER present on these outputs.
14	Analog IN	Analog signal input allowing numerical processing according to light, temperature, sound, rhythm etc...			
15	Real Time Bus	High speed bus for realtime transmission to large computers or specialised extensions, notably the FADEC, for image processing (fading/sequencing and realtime video antialiasing).			
16	Reset	Button for initialisation of the SILVER. For use in the event of loss of user control of the SILVER. Does not destroy the screen image.			
17	Autotest	If the auto-test cartridge is present in one of the application slots, then this button activates an auto verification of the circuits. THE SCREEN IMAGE WILL BE DESTROYED !!! If the auto-test cartridge is not present, 3 tones will sound (an octave apart, from high to low). (the screen image will not be destroyed).			
18	Interlaced (screen display mode switching)	Stabilises the image by means of non interlacing the output video signal (Non-interlaced) so that a domestic television receiver may be used in place of a monitor. Important note: the position "Non-interlaced" is operational only when there is NO video signal present at the Sync IN / Video 1 IN socket.			
19	Serial IN/OUT	RS232 serial input/output for connection to any equipment using that standard (eg: printers), and notably for connection to the SILVER VTC (for recording frame by frame to a video recorder).			
20	B/W Menu	Separate black and white menu output (8 grey levels) for connection to a black and white monitor.			
21	Tablet	Graphic tablet input connection.			
22	Sync OUT	If a signal (sync or video) enters on Sync IN/Video 1 then the same signal is output simultaneously with either Video 1 or Video 2 or Video 3 or Video 4. If nothing is input on Sync IN/Video 1, the SILVER will generate its own sync signal here.			
23	R.G.B OUT/ Video 2,3,4				
26	D.M.A. bus (direct memory access bus)				Bus allowing direct access to the SILVER's video memory for future extensions.
27	EXT Bus (SILVER extension bus)				Extention bus, notably for connection to an IBM PC*, AT* or compatible computer, for external piloting of the SILVER and connection of SILVER MEMORY EXTENSION/DISK DRIVE.
28	ON/OFF switch				In position '1'... ON In position '0'... OFF
29	Mains connector				Electrical connection 210-240 Volt, 50 Hz (europe) 110 Volt 60 Hz (US). A suitable GROUND connection should be ensured.
30	Fuses				Housing for the 2 safety fuses. 1A anti-surge (europe) 2A anti-surge (US).
31	Identification plaque				This plaque gives the model name (SILVER) and complete serial number for your computer. It should NOT, UNDER ANY CIRCUMSTANCES be removed, scratched or torn. This would imediately render your guarantee invalid.

* IBM PC and IBM AT are the registered trade marks of International Business Machines

SILVER technical specifications

VIDEO INPUT SIGNAL

	TYPE : RGB analogic
	NOMINAL LEVEL : 0.7 Vpp (Non-composite)
	POLARITY : Positive bright
	IMPEDANCE : 75Ω
	CONNECTOR : 3 BNC connectors

	TYPE : SYNC. composite (H & V mixed)
	NOMINAL LEVEL : 0.3 V pp
	POLARITY : Negative
	IMPEDANCE : 75Ω
	CONNECTOR : BNC connector

	TYPE : Composite video (PAL, SECAM, CCIR in EU, NTSC in US)
	NOMINAL LEVEL : 1 V pp
	POLARITY : Positive bright. Negative Sync
	IMPEDANCE : 75Ω
	CONNECTOR : 4 BNC connectors

VIDEO OUTPUT SIGNAL

	TYPE : CCIR composite video (analogic)
	NOMINAL LEVEL : 1 Vpp (0.7 Vpp bright, 0.3 Vpp Sync)
	POLARITY : Positive bright. Negative Sync
	IMPEDANCE : 75Ω
	CONNECTOR : BNC connector

	TYPE : CCIR composite video
	NOMINAL LEVEL : 1 Vpp (0.7 Vpp bright, 0.3 Vpp Sync)
	POLARITY : Positive bright. Negative Sync
	IMPEDANCE : 75Ω
	LOGIC : 0 V (black) = SILVER 0.7 V (white) = VIDEO
	CONNECTOR : BNC connector

	TYPE : RGB analogic
	NOMINAL LEVEL : 0.7 Vpp (Non-composite)
	POLARITY : Positive bright
	IMPEDANCE : 75Ω
	CONNECTOR : 3 BNC connectors

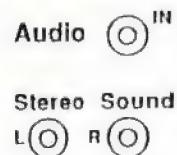
	TYPE : SYNC. composite (H & V mixed)
	NOMINAL LEVEL : 0.3 V pp
	POLARITY : Negative
	IMPEDANCE : 75Ω
	MODE : INTERN
	CONNECTOR : BNC connector

	TYPE : Composite video (PAL, SECAM, CCIR in EU, NTSC in US)
	NOMINAL LEVEL : 1 V pp
	POLARITY : Positive bright. Negative Sync
	IMPEDANCE : 75Ω
	MODE : GENLOCK
	SWITCH : by Software
	CONNECTOR : BNC connector

	TYPE : Monitor
	RGB LEVEL : 0.7 Vpp. 75Ω
	SYNC OR : 0.3 Vpp. or 1 Vpp 75Ω
	VIDEO LEVEL : 11 V ± 10%
	SLOW switching : 0 V / 1 V 75Ω
	FAST switching : 100 mV 4.7 KΩ
	SOUND OUTPUT : 2 x 8 pin DIN connectors

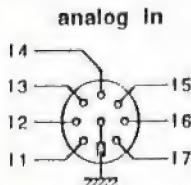
	TYPE : Monitor
	RGB LEVEL : 1 Vpp. (0.7 Vpp USA) 75Ω
	SYNC OR : 0.3 Vpp. or 1 Vpp 75Ω
	VIDEO LEVEL : 11 V ± 10%
	SLOW switching : 0 V / 1 V 75Ω
	FAST switching : 100 mV 4.7 KΩ
	SOUND OUTPUT : 8 pin DIN connector

AUDIO SIGNAL



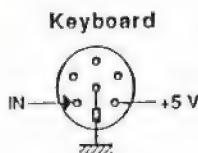
TYPE : SOUND
NOMINAL LEVEL : 100 mV
IMPEDANCE : 4.7 K Ω to 10 K Ω
CONNECTOR : 3 cinch connectors

ANALOGIC INPUT



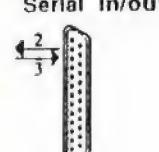
analog In
TYPE : 7 analogic inputs
SIGNAL LEVEL : 0 V to 5 V
IMPEDANCE : 1.5 K Ω ($V_{in} = 2.5$ V)
Conversion TIME : 100 μ s
TOTAL unadjusted error : $\pm 1/2$ LSB
RESOLUTION : 8 bits
CONNECTOR : 8 pin DIN connector

KEYBOARD INPUT



Keyboard
TYPE : RS 232
CONFIGURATION : 8 bits - 2 bits stop - no parity
SPEED : 2400 baud
SIGNAL LEVEL : 0 V - 5 V (TTL)
CONNECTOR : 6 pin DIN connector

SERIAL IN/OUT



Serial In/out
TYPE : RS 232 C
CONFIGURATION : 5, 6, 7, 8 bits - 1 or 2 bits stop
even, odd, no parity
SPEED : 300 to 9600 baud
SIGNAL LEVEL : -12 V, +12 V
HANDSHAKING : YES
CONNECTOR : SUB.D 25 pins

TABLET IN/OUT

Tablet



TYPE : RS 232 C
CONFIGURATION : 8 bits - 1 bit stop - no parity
SPEED : 9600 baud
SIGNAL LEVEL : -12 V, +12 V
CONNECTOR : SUB.D 25 pins

DMA BUS



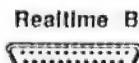
TYPE : High speed direct memory access
SIGNAL LEVEL : TTL
SPEED : 2×10^6 bytes per second
CONNECTOR : HE10 50 pins

EXT BUS



TYPE : For extension
SIGNAL LEVEL : TTL
CONNECTOR : HE10 60 pins

REALTIME BUS



Realtime Bus
TYPE : 12 bits at 14 MHz
SIGNAL LEVEL : TTL
SPEED : 1×10^7 bytes per second
CONNECTOR : SUB.D 25 pins

HARDWARE CONTROL

- RESET : initialisation
- AUTOTEST : hardware test (using cartridge)
- PHASE : horizontal phase adjustment $\pm 1 \mu\text{s}$ (min)
- DIGIT SENSITIVITY : +3 dB -2 dB
- INTERLACED : 313 lines / 312.5 lines
(with non genlock function) in EU

263 / 262.5 lines
(with non genlock function) in US

DISPLAY FORMATS AND DRAWING CAPABILITY

- Programmable display format

	EU	US
384 x 320	display window	368 x 286
768 x 320		736 x 286
768 x 640 (interlaced)		736 x 572
		616 x 242
		616 x 484
- 1 to 16 planes with 2 to 65000 colors plus 8 color menu plane.
- Color palette of 16×10^6 colors
- Pixel arithmetic and logic calculation at 70 ns
- Fills areas and polygons at 70 ns per pixel
- 490,000 pixels in video RAM (max)
- Automatic clipping
- No limit for zoom factor and positioning
- Panning, scrolling, mirror x/y
- Sprites
- Color fading, airbrush, antialiasing
- Video fading control
- Multiple video inlay

LOGIC SPECIFICATION

- 7 dedicated processors (8 to 64 bit, 2 MHz to 14 MHz) controlled by Z80B at 4.77 MHz
- ROM : 8 K bytes (BOOT)
- RAM : 360 K bytes to 424 K bytes
- Cartridges : 256 max (8 on SILVER)
- Cartridge capacity : 64 K ROM + 8 K RAM
- Sound processor
SYNTHESIZER : 3 Tone generators (30 Hz to 50 KHz)
1 noise generator
Mixers
Amplitude control (16 levels)
Envelope generator
H.P. intern
 - OUTPUT L : channels A, B, Noise
 - OUTPUT R : channels B, C, Noise
 - PERITEL OUTPUT : A, B, C, Noise & Audio IN
- VIDEO DIGIT : 16 bit resolution
 - B/W or color digitizing
 - total unadjusted error $\pm 1/2$ LSB
 - conversion time : 70 ns (max)
 - bandwidth : 3 MHz, 0 -3 dB
 - signal/noise ratio : 36 dB
- SOUND DIGIT : 8 bit resolution
 - total unadjusted error $\pm 1/2$ LSB
 - conversion time : 100 ns (max)
- PC communication : Access to all standard graphics primitives using optional interface.

CRT MONITOR INTERFACE AND GENLOCK

- Separate red, green and blue analog outputs (0.7 Vpp positive into 75 Ω impedance)
- Mixed horizontal and vertical sync (0.3 Vpp negative into 75 Ω impedance)
- Horizontal frequency EU : 15625 Hz US : 15750 Hz
- Horizontal frequency EU : 50 Hz US : 60 Hz
- Signal bandwidth 35 MHz -3 dB
3 MHz -3 dB in digit mode
Signal/noise 36 dB
- Pixel frequency 14 MHz or 7 MHz
- Pixel settle time 10 ns
- Total lines/frame EU : 313 or 312.5 US : 263 or 262.5
- Horiz. blanking time EU : 12 µs US : 11.5 µs
- Vertical blanking time EU : 1.7 ms US : 1.33 ms
- Horizontal pulse time EU : 4.4 µs US : 4.7 µs
- Vertical pulse time EU : 160 µs US : 190 µs
- Pre - post equalising pulse time EU : 2.2 µs US : 2 µs
- Fast genlock on
 - Synchro / Black burst
 - Video camera
 - any VTR/VCRaccept jitter with 15625 Hz (or 15750) ± 150 Hz
- Horiz. phase adjust ± 1 µs

POWER

- INPUT RATING : 220 V ± 20% (EU) 110 V ± 20% (US)
- FREQUENCY : 50 Hz (EU) 60 Hz (US)
- POWER : 80 VA (EU) 80 VA (US)
- FUSE : 2 x 5 A delayed (EU) 2 x 5 A delayed (US)

ENVIRONMENT

- OPERATING TEMPERATURE : 0°C to 40°C (32°F to 104°F)
- STORAGE TEMPERATURE : -20°C to 60°C (-4°F to 140°F)
- RELATIVE HUMIDITY : 10% to 90% (non-condensing)

PHYSICAL CHARACTERISTICS

- DIMENSIONS : 570 x 110 x 465 mm (L x W x H)
- WEIGHT : 19 Kg (42 lbs)

ACCESSORIES INCLUDED

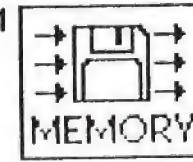
- Instruction manual
- Power cable
- Monitor cable
- Sound cable
- Keyboard
- Tablet and pen
- SYSTEM software
- GRAF 65000 software }

} Cartridge software

MEMORY

**EXTENSION 1
and DISK**

User manual

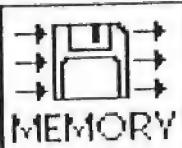


MEMORY EXTENSION 1/DISK DG-150
MEMORY 1 application DG-ME1

Congratulations on your decision to purchase this product.
The SILVER videographic workstation has been developed as the result of
five years of research into the needs of professionals in the field of videographic
creation and image treatment. The SILVER philosophy combines the latest
technology, a flexible approach and the highest standards of construction
to offer you a power and flexibility unrivalled at any price.

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reserved for all countries (Law of 11th March 1957, art. 40 - paragraph 1, art. 41 - paragraphs 2 & 3).

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express permission in writing. Manual written by Mick Andon - September 1987



MEMORY 1 (DG-ME1)

MEMORY is supplied with the MEMORY 1/EXTENSION/DISK (DG-150) and offers functions for disk storage and memory plane management.

Many of MEMORY 1's functions will appear in the menus of other applications... the MEMORY and DISK functions of GRAF 65000 for example only appear if the MEMORY EXTENSION 1/DISK (or MEMORY EXTENSION 2 for the MEMORY functions) is connected and the MEMORY 1 cartridge is installed in one of the application slots... GRAF 1's MEMORY PLANE CUT & PASTE function relies on the presence of the MEMORY 1 cartridge... and the UNDO function appears in the menus of all SILVER applications.



Disk functions



Save image



Disk catalog



Load image



Rename file



Delete file



Prepare disk



Memory functions



Save image to memory



Swap images



Load image from memory



Mix images



Load image from memory



Load disk image to memory



Load image from memory



Delete memory plane

Contents

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The MEMORY application cartridge	3

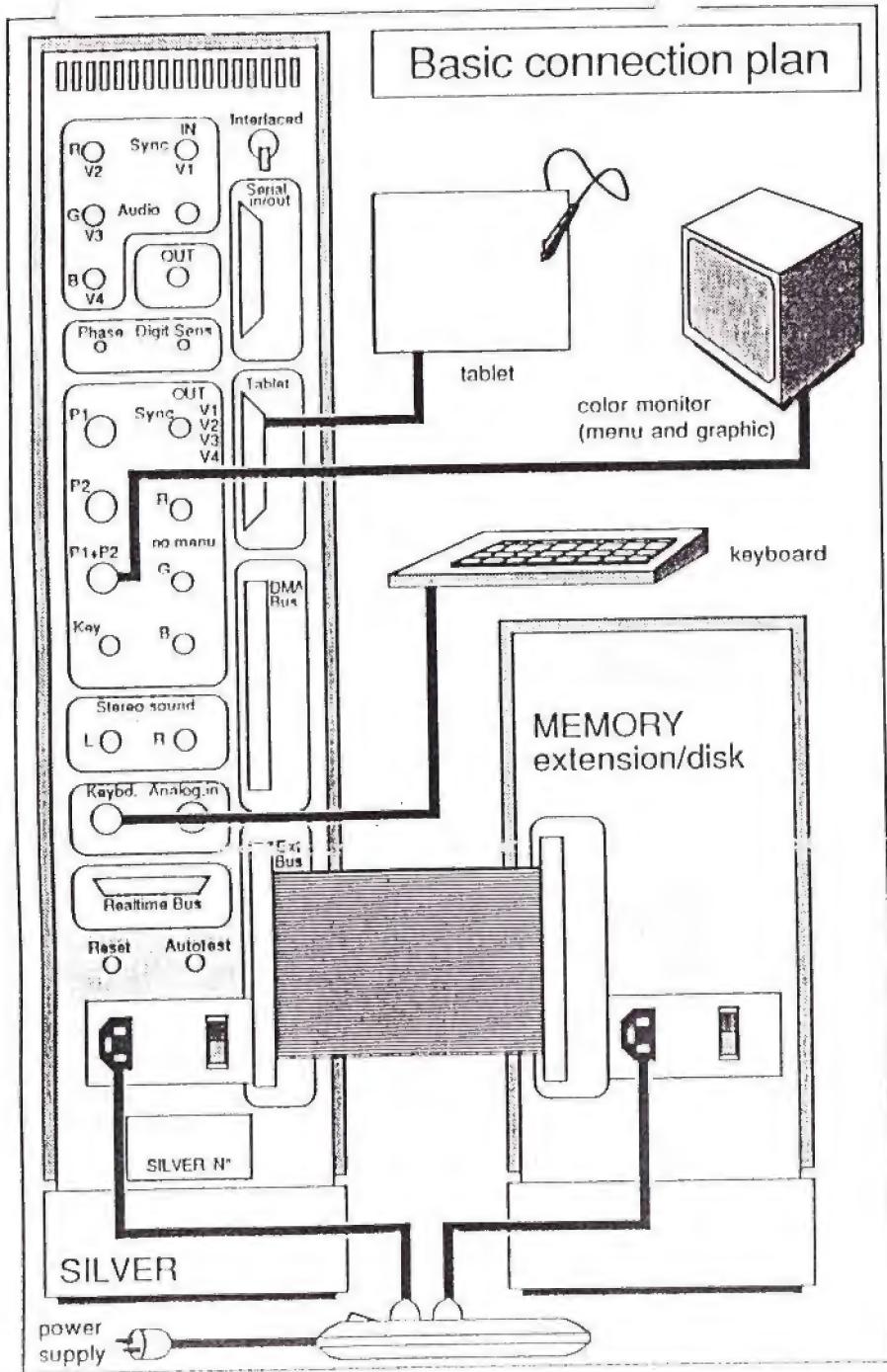
Chapter 2 disk functions

Calling the MEMORY application	page 1
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Renaming a disk file	2
Deleting a disk file	3

Chapter 3 technical section

Technical specifications	page 1
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Chapter 1 - introduction



Connecting the EXTENSION to the SILVER

Carefully remove the MEMORY EXTENSION/DISK unit from its packaging and place on a stable surface beside the SILVER (not on top of the SILVER).

Ensure that the SILVER and the EXTENSION are both switched on.

Carefully connect the SILVER to the EXTENSION using the ~~RED~~ CABLE supplied.

Connect the EXTENSION's mains power cable to the ~~socket~~ ~~socket~~ (it was supplied with the SILVER).

Remove the disk drive transit protection card from the ~~drive slot~~ ~~drive slot~~ front panel.

Providing the SILVER is correctly connected (to monitor, power, tablet and keyboard), the system is now ready for operation.

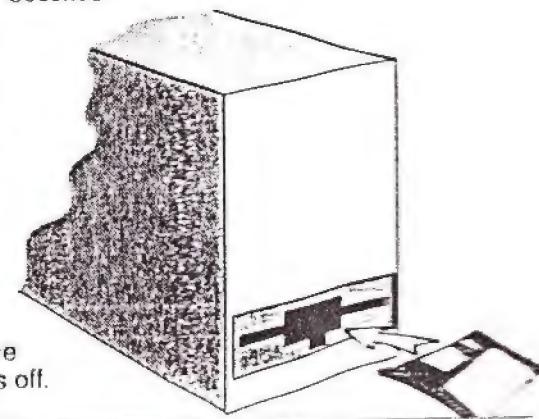
The extension must ALWAYS be switched on BEFORE connecting to the SILVER.

Using DISKS

The MEMORY EXTENSION/DISK unit uses standard three and a half inch micro floppy disks. It is strongly recommended that you use a reputable brand of disks... avoid using unbranded disks as these may be of inferior quality or 'seconds'.

Disks are inserted into the drive as shown... the label should be on the top face of the disk and the circular hub underneath. The sliding protection cover should be inserted carefully into the drive slot.

Never leave a disk in the drive when the power is off.

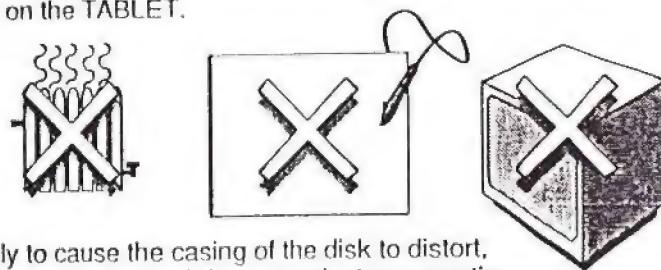


It is possible to protect the contents of a disk from being erased or overwritten. To 'write protect' a disk, slide the small tab on the underside towards the edge of the disk.



Warning :

You must NEVER put disks near HEATING appliances, on the TV or MONITOR, or on the TABLET.



Heating is likely to cause the casing of the disk to distort, and the monitor and tablet both have an electromagnetic field which could cause information stored on disk to be corrupted.

The MEMORY application cartridge

The MEMORY EXTENSION/DISK adds another 4 picture planes to the SILVER system. Using these planes it is possible to store images, swap and mix images, cut and paste between images etc., as well as the important UNDO function, which permits the restoration of a screen image after an erroneous manipulation.

The EXTENSION also provides an additional 8 application cartridge slots. Installed in one of these slots, is the MEMORY cartridge. This application handles the management of disk filing functions as well as functions concerning the use of the extension's 4 picture planes.

All of these functions are accessible from within GRAF 65000, apart from DISK PREPARATION, and are described in the GRAF 65000 manual. Only the disk management functions (accessible by clicking the MEMORY icon in the SILVER's menu) will be described in this manual.

Chapter 2 - disk functions

Disk management functions

Prepare disk

Before saving/loading etc. images, palettes etc. to a floppy disk in the MEMORY EXTENSION/DISK for the FIRST TIME, the disk must be 'prepared'. Preparation will destroy ALL files previously stored on the disk.



Catalog files (on disk)

The CATALOG function will list any image files present on floppy disk in the MEMORY EXTENSION/DISK unit.



Rename file (on disk)

By using the RENAME function you can give a new file name to any image file stored on floppy disk in the MEMORY EXTENSION/DISK unit.

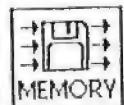


Delete file (from disk)

The DELETE function will delete an image file from floppy disk in the MEMORY EXTENSION/DISK unit.



Calling the MEMORY application

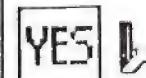


Position the cursor on the MEMORY icon at the top of the menu... and click the tip of the pen on the tablet. The DISK MANAGEMENT functions appear on the screen.



Preparing a disk

Click the PREPARE icon... a message appears...



Warning ! Data on disk will be destroyed. Confirmation ?

To prepare the disk for use, click YES (any information already stored on the disk will be destroyed once the preparation process has begun).

Preparation in course

When the preparation is finished you are asked to...

Give preparation date in the form : DD/MM/YY

Type in the date (respecting the syntax indicated - date / month / year, using two digits for each element).



Press the RETURN key.

and the disk name :

Type a name for the disk (12 characters maximum).



Press the RETURN key.

Preparation correct

The disk can now be used for saving and loading images, character fonts, palettes, sequences etc.



To obtain a catalog of disk files



Click the CATALOG icon... the disk preparation date, disk name and a list of all files stored on disk appear.



Click to return to the menu.



Renaming a file on disk



Click the RENAME icon... a list of all the files contained on the disk is displayed.



Which name ?

Click the file name that you want to change.

**Rename :
(file name)
as :**



Type the new name for the file...

... and press RETURN.

(file name)
will be renamed as :
(new file name)



Click YES... the file name is changed...

(file name)
has been renamed
(new file name)



Deleting a file from disk



Click the DELETE icon... a list of all files contained on the disk is displayed.

Which name ?



Click the file name that you want to delete.

(file name)
will be erased.
Confirmation ?



Click YES... the file is deleted from the disk and the list of remaining files appears. You can select another file for deletion...



...or click at the base of the tablet to call the menu.

Chapter 3 - technical section

CONNECTION (to SILVER)



SIGNAL LEVEL : TTL
CONNECTOR : HE10 60 pins

MEMORY

1 megabyte for images, character fonts, sequences, UNDO etc...

TYPE : 4 x 256 K bytes RAM
SPEED : 150 ns
CONTROL : access by X,Y registers
TRANSFER TIME : 0.7 sec per image min.
(256 Kbytes per second)

DISK DRIVE

CAPACITY : 1000 K bytes unformatted (500 K bytes per side)
TRANSFER RATE : 250 K bits per second
ACCESS TIME : track to track ... 3 ms maximum (unsettled)
RECORDING DENSITY : 8717 bits per inch maximum
ENCODING METHOD : MFM
NUMBER OF TRACKS : 160
TRACK DENSITY : 135 TPI (tracks per inch)

CARTRIDGE SLOTS

NUMBER : 8
CAPACITY PER CARTRIDGE : 64 K bytes ROM 8 K bytes RAM

POWER

INPUT RATING : 220 V ± 20% (EU) 110 V ± 20% (US)
 FREQUENCY : 50 Hz (EU) 60 Hz (US)
 POWER : 80 VA (EU) 80 VA (US)
 FUSE : 2 x 5 A delayed (EU) 2 x 5 A delayed (US)

ENVIRONMENT (limited by disk unit)

OPERATING TEMPERATURE : 5°C to 40°C (41°F to 104°F)
 STORAGE TEMPERATURE : -20°C to 50°C (-4°F to 122°F)
 RELATIVE HUMIDITY : 20% to 80% (non-condensing)

PHYSICAL CHARACTERISTICS

DIMENSIONS : 570 x 110 x 263 mm (L x W x H)
 WEIGHT : 7 Kg (15 lbs)

ACCESSORIES INCLUDED

Instruction manual
 Power cable
 Extension - CPU connection cable
 Disk
 MEMORY 1 software cartridge

MEMORY EXTENSION 2

User manual



MEMORY EXTENSION 2 DG-155
MEMORY 1 application DG-ME1

Congratulations on your decision to purchase this product.
The SILVER videographic workstation has been developed as the result of
five years of research into the needs of professionals in the field of videographic
creation and image treatment. The SILVER philosophy combines the latest
technology, a flexible approach and the highest standards of construction
to offer you a power and flexibility unrivalled at any price.

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Chapter 1 - introduction

Introduction to MEMORY EXTENSION 2

An additional 2 megabytes of user memory

The MEMORY EXTENSION 2 adds another 2 megabytes of user memory to the SILVER system (for storing character fonts, sequences, etc. and up to 9 image planes).

The enormous advantages offered by the MEMORY EXTENSION 2 will become clear as you start to use applications previously limited by the number of images, sequences, character fonts etc. that could be held in memory at any one time.

SOFTBOX capacity

An additional 16 software application cartridge slots are provided with the MEMORY EXTENSION 2 (equivalent to a SOFTBOX).

Expanding the system

A maximum of 7 EXTENSION 2's can be connected in chain... this means that a system incorporating a MEMORY EXTENSION 1/DISK and 7 EXTENSION 2's offers a capacity of 15 megabytes RAM (equivalent to 67 image planes) with 128 software application slots.

Setting up the new system

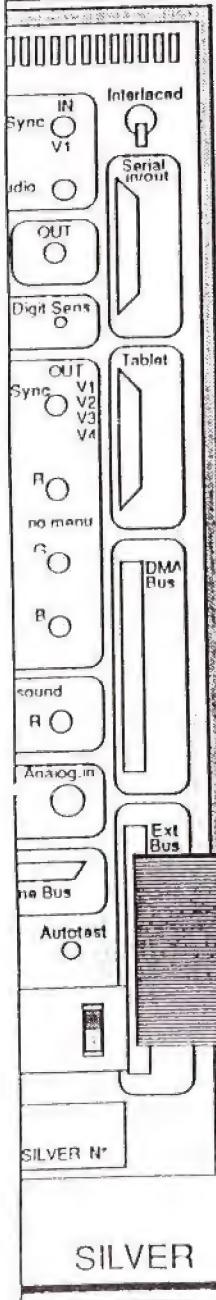
In order to set up your system correctly it is essential that you read the CONNECTION chapter of this manual carefully. Pay great attention to the order in which units are connected in chain, as well as the setting of the position selector switch for each unit.

The MEMORY 1 application cartridge (DG-ME1)

The presence of the MEMORY EXTENSION 1/DISK is not prerequisite. For this reason the application cartridge MEMORY 1 (which manages the image plane functions) is also included (already installed) in the EXTENSION 2. If you already own the MEMORY EXTENSION 1/DISK you can (if you wish) remove the old MEMORY 1 cartridge which is installed in one of its application slots (this however is optional as only one MEMORY 1 cartridge will be acknowledged by the system).

Chapter 2 - connection

The ribbon cable



A ribbon cable is supplied with the MEMORY EXTENSION 2. This cable has two female and one male connector.

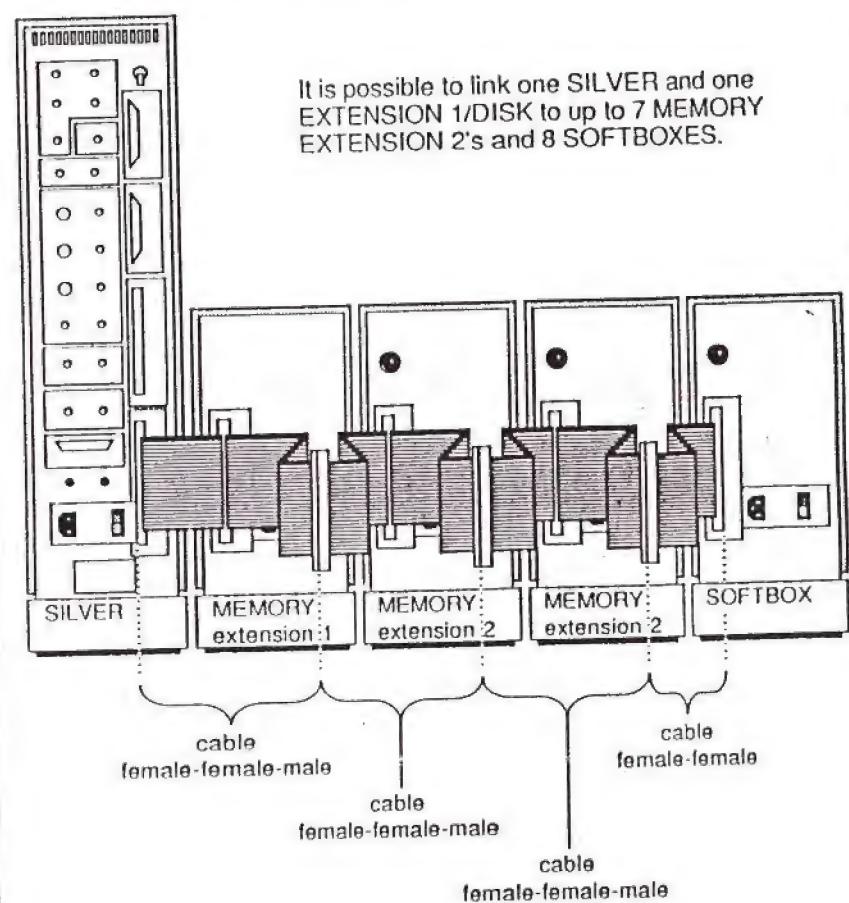
Assuming you already have the SILVER connected to a MEMORY EXTENSION 1/DISK... you must first disconnect the existing ribbon cable (with two female connectors) which connects these two units.

Plug the new cable's two female connectors into the SILVER and the EXTENSION 1/DISK (which will leave a length of cable with the male connector free).

Connect one end of the OLD cable to the new male connector... and the other end of the OLD cable into the MEMORY EXTENSION 2 socket.

Note that if you already have one EXTENSION 2 and are adding a second, the same principle is used (see examples further on).

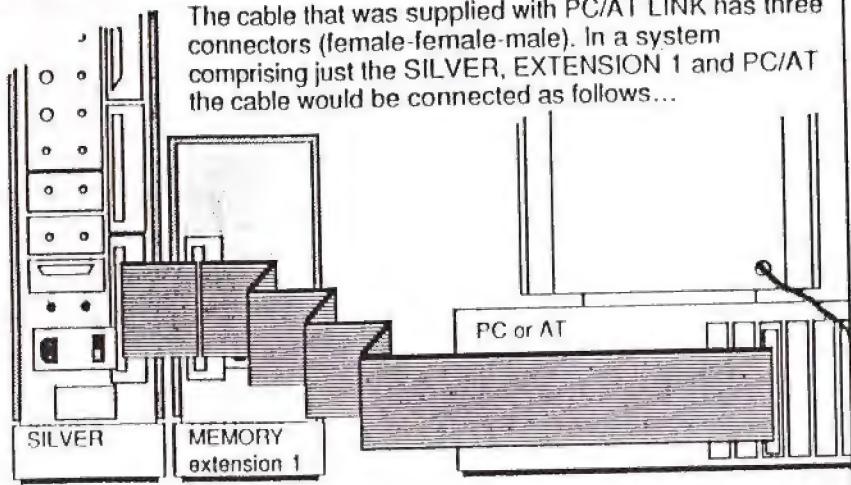
Linking multiple extension 2's / softboxes



When setting up a multiple system the following order must be respected... SILVER > MEMORY EXTENSION 1/DISK > MEMORY EXTENSION 2 (up to 7 units) > SOFTBOXES (up to 8 units).

If (as in the example shown above) you already have 2 EXTENSION 2's and one SOFTBOX, and you wish to add one more SOFTBOX and one more EXTENSION 2... you must add the new SOFTBOX at the END of the chain (far right in the diagram), and the new MEMORY 2 between the last existing MEMORY 2 and the first existing SOFTBOX.

For users with the PC/AT LINK

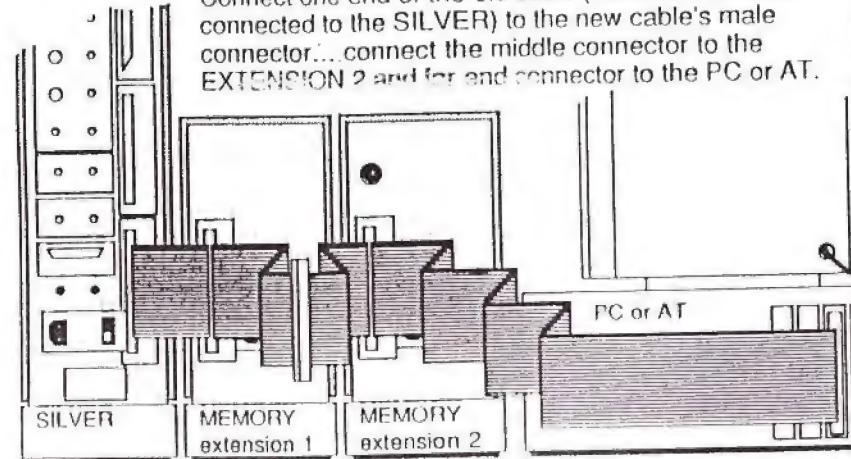


The cable that was supplied with PC/AT LINK has three connectors (female-female-male). In a system comprising just the SILVER, EXTENSION 1 and PC/AT the cable would be connected as follows...

Installing the MEMORY EXTENSION 2

Disconnect the old PC/AT cable. Position the EXTENSION 2 beside the EXTENSION 1. Connect the new cable (supplied with the EXTENSION 2/SOFTBOX) to the SILVER and EXTENSION 1 in place of the old cable (the male connector is free on the trailing end of the cable).

Connect one end of the old cable (the end that WAS connected to the SILVER) to the new cable's male connector... connect the middle connector to the EXTENSION 2 and far end connector to the PC or AT.

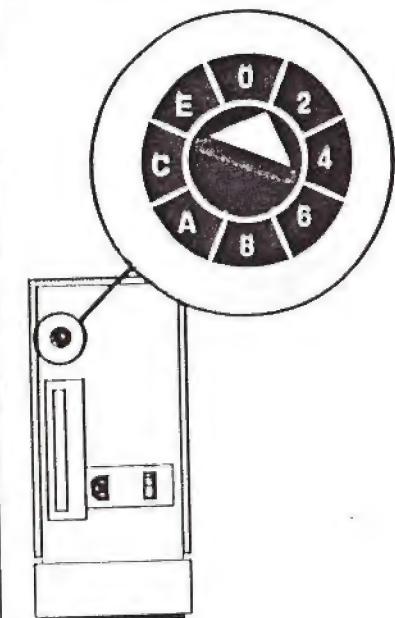


The ribbon cable must NOT be twisted (whether the PC/AT is positioned to the left or right of the system) and the order of connection is always... SILVER > EXTENSION 1 > EXTENSION 2s > SOFTBOXES > PC or AT.

Setting the position selectors

The relative positions of each MEMORY EXTENSION or SOFTBOX unit in the chain are of extreme importance. Each unit has a selector switch which must be set to correspond to its relative position in the chain.

Before setting the selectors, switch OFF the SILVER and all connected EXTENSIONS.



The selector switch is located on the units back panel (above the connector socket). There are 16 positions for the selector (0 to 9 and A to F... the odd numbers / letters are indicated by the lines between the characters). The switch position can be changed using a small flat-bladed screwdriver.

MEMORY EXTENSION 2's can occupy positions 1 to 7 (the maximum number of units that can be connected) and SOFTBOXES can occupy positions 1 to F.

Note that the factory setting for the selector switch is position 1

In the example shown previously the EXTENSION 2 nearest to the SILVER must be set to 1... the next EXTENSION 2 must be set to 2 and the SOFTBOX to 3.

If a third EXTENSION 2 and a second SOFTBOX is added to the chain, the selector switch settings must be adjusted accordingly... the new EXTENSION 2 must be set to 3, the existing SOFTBOX must be set to 4 and the new SOFTBOX must be set to 5.



Position 0 (the position reserved for use by the EXTENSION 1/DISK) is NEVER used and the unit will not function if this is set.

Chapter 3 - technical section

CONNECTION (SILVER, EXTENSIONS, SOFTBOX)



SIGNAL LEVEL : TTL
CONNECTOR : HE10 60 pins

MEMORY

2 megabytes RAM for images, character fonts, sequences, UNDO etc...

TYPE : 8 x 256 K bytes RAM
SPEED : 150 ns
CONTROL : access by X,Y registers
TRANSFER TIME : 0.7 sec per image min.
(256 Kbytes per second)

CARTRIDGE SLOTS

NUMBER : 16
CAPACITY PER CARTRIDGE : 64 K bytes ROM 8 K bytes RAM

POWER

INPUT RATING : 220 V ± 20% (EU) 110 V ± 20% (US)
 FREQUENCY : 50 Hz (EU) 60 Hz (US)
 POWER : 80 VA (EU) 80 VA (US)
 FUSE : 2 x 5 A delayed (EU) 2 x 5 A delayed (US)

ENVIRONMENT

OPERATING TEMPERATURE : 0°C to 40°C (32°F to 104°F)
 STORAGE TEMPERATURE : -20°C to 50°C (-4°F to 122°F)
 RELATIVE HUMIDITY : 10% to 90% (non-condensing)

PHYSICAL CHARACTERISTICS

DIMENSIONS : 570 x 110 x 263 mm (L x W x H)
 WEIGHT : 7 Kg (15 lbs)

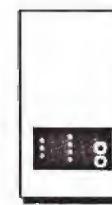
ACCESSORIES INCLUDED

Instruction manual
 Power cable
 Extension - CPU connection cable
 MEMORY 1 software cartridge

FADEC

Multistandard
decoder / variable
transparency mixer

User manual



Congratulations on your decision to purchase this product.

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Chapter 1 - introduction

Chapter 2 technical section

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Multistandard decoder functions

Automatic mode

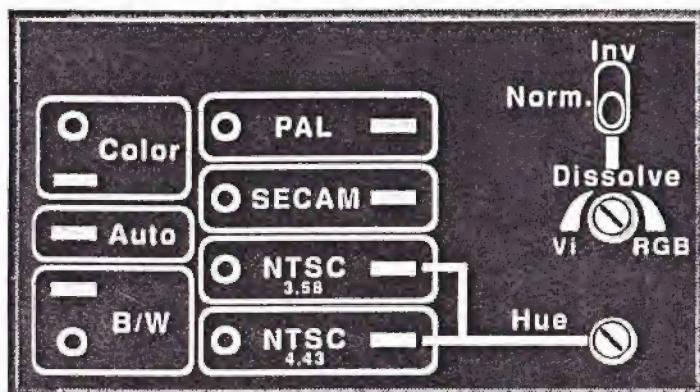
The FADEC automatically recognizes the standard of a signal presented to it (PAL, SECAM, NTSC 3.58 or NTSC 4.43), and indicates that standard on the front panel. Automatic mode is enabled by pressing the AUTO button on the front panel (set by default after power-up).

The search phase

In AUTO mode, when a signal is presented to the FADEC the COLOR and AUTO L.E.D.s light up... then the PAL, SECAM, NTSC 3.58 and NTSC 4.43 L.E.D.s light one after the other in sequence. When the signal standard has been identified the relevant L.E.D. remains lit. If the FADEC encounters a serious deterioration in the signal it may set itself into SEARCH mode.

Manual mode

It is possible at any time to manually lock onto a particular standard (this avoids the need for the unit to place itself in search mode in the possible event of a recording defect). You can manually set the FADEC by pressing one of the buttons (PAL, SECAM, NTSC 3.58 or NTSC 4.43) on the front panel.



the FADEC's front panel

Black and white mode

Pressing the B/W (black & white) button will eliminate the color element and output the Y signal without filtering to the R, G and B OUT sockets. It is capable of eliminating the color subcarrier while enabling the filters relative to the standards PAL, SECAM or NTSC 3.58.

If the input signal is of very low quality (eg : a recording with a high level of chroma noise) it may be desirable to use BLACK & WHITE mode. This procedure disables the chroma processing but not the high frequency component... you can eliminate that by pressing one of the standard buttons... PAL, SECAM, NTSC 3.58 or NTSC 4.43 (the NTSC 4.43 filter is the same as the PAL filter).

Color mode

Pressing the COLOR button will also re-enable automatic mode.

Non filtered black & white mode

You can set a non filtered black and white mode by pressing the COLOR and B&W buttons together (both L.E.D.s are lit). This function is justified while using recordings made in black and white. These do not comprise a subcarrier... don't be afraid to use the filters to limit the passing tape signal (and thereby the sharpness of the image).

Adjusting the hue

In NTSC mode (3.58 or 4.43) the HUE control allows adjustment of the subcarrier phase (to obtain a good color balance). This is an adjustment that is found on all american and japanese televisions (sold for use in the USA or Japan).

Variable transparency functions

Dissolve

The Vi...RGB control is enabled by setting the switch in dissolve position. When the potentiometer is turned fully anti-clockwise (Vi), the signal input at VIDEO IN is sent in its entirety to the final output of the FADEC (and to the monitor output socket). When turned fully clockwise (RGB), it is the signal input at the R, G and B IN sockets which is sent to the final output (and to the monitor). By turning the potentiometer one can move progressively between the input encoded video image to the input RGB image... thus producing a dissolve between two images.

Key mode

This mode is selected by setting the INV/NORM/DISSOLVE switch in either NORMAL or INVERSE position, and requires the injection of a key signal (at the KEY input on the back panel)... this signal is identical to a video signal which only provides blacks and whites. The transitions then determine the outlines of a window which allows the coded video image to be viewed within the RGB image (or the contrary when in INVERSE mode).

"Blurred" wipe mode

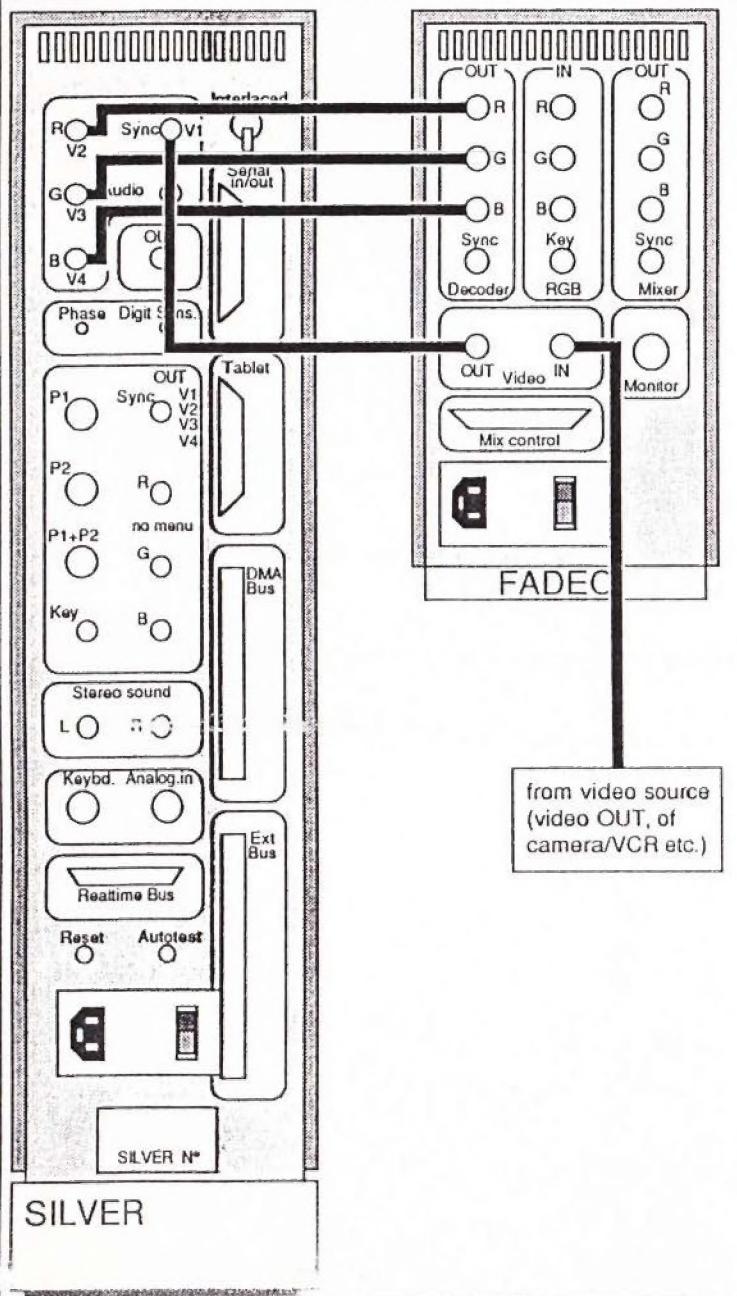
This function is in fact an extension of the KEY mode whereby the FADEC responds to the KEY signal in an analog manner. It is possible to command all types of wipes and dissolves by direct action of this signal (the signal must be elaborated using another unit).

Digitally commanded variable transparency

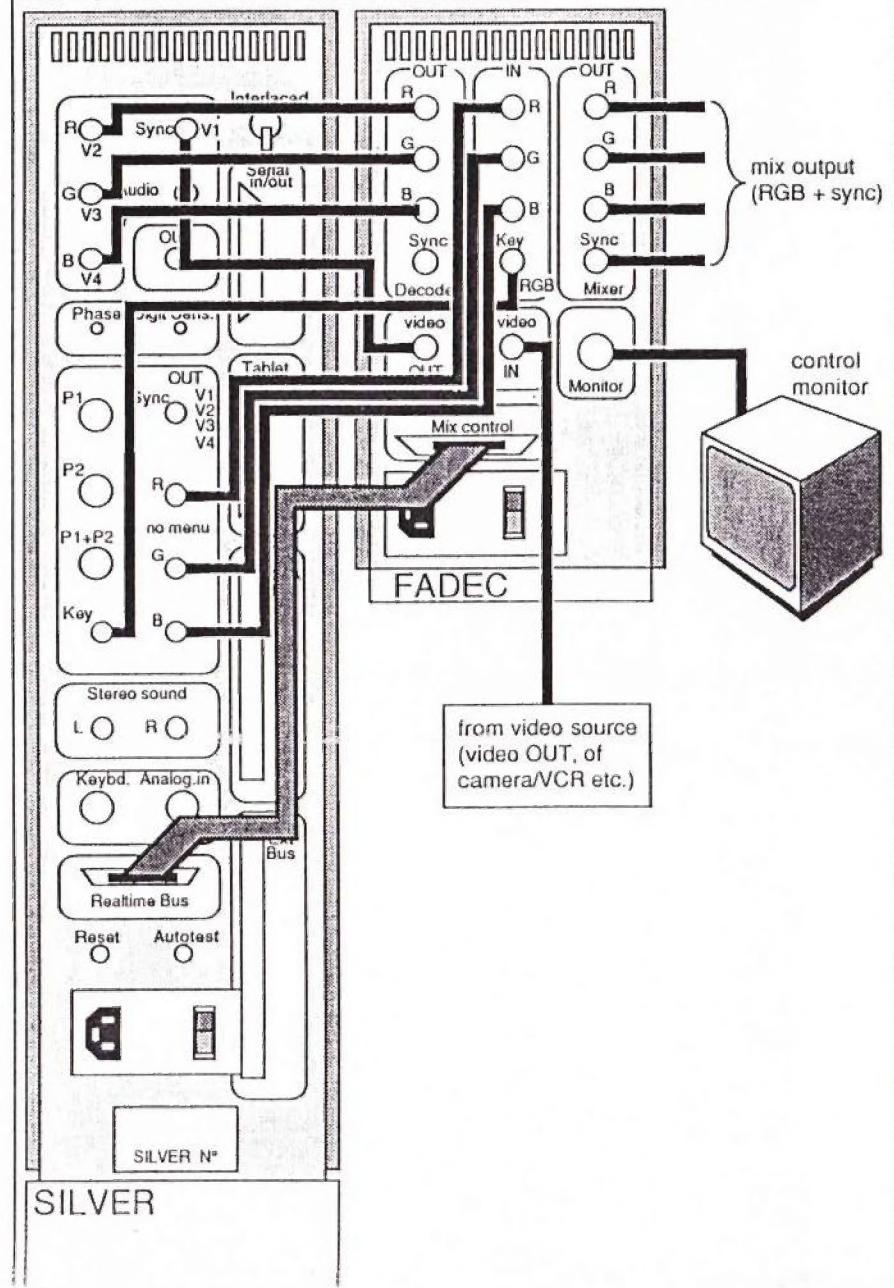
This function is piloted by a digital signal injected via the MIX CONTROL socket on the back panel of the FADEC. In addition to the control signals and the clock signal, an 8 bit bus is decoded by a D/A convertor working to pixel accuracy and allowing the selection of 256 transparency levels. It is also possible to work only in 4 bits (which defines 16 transparency levels). The NORMAL/INVERSE switch is active during this function.

Chapter 2 - technical section

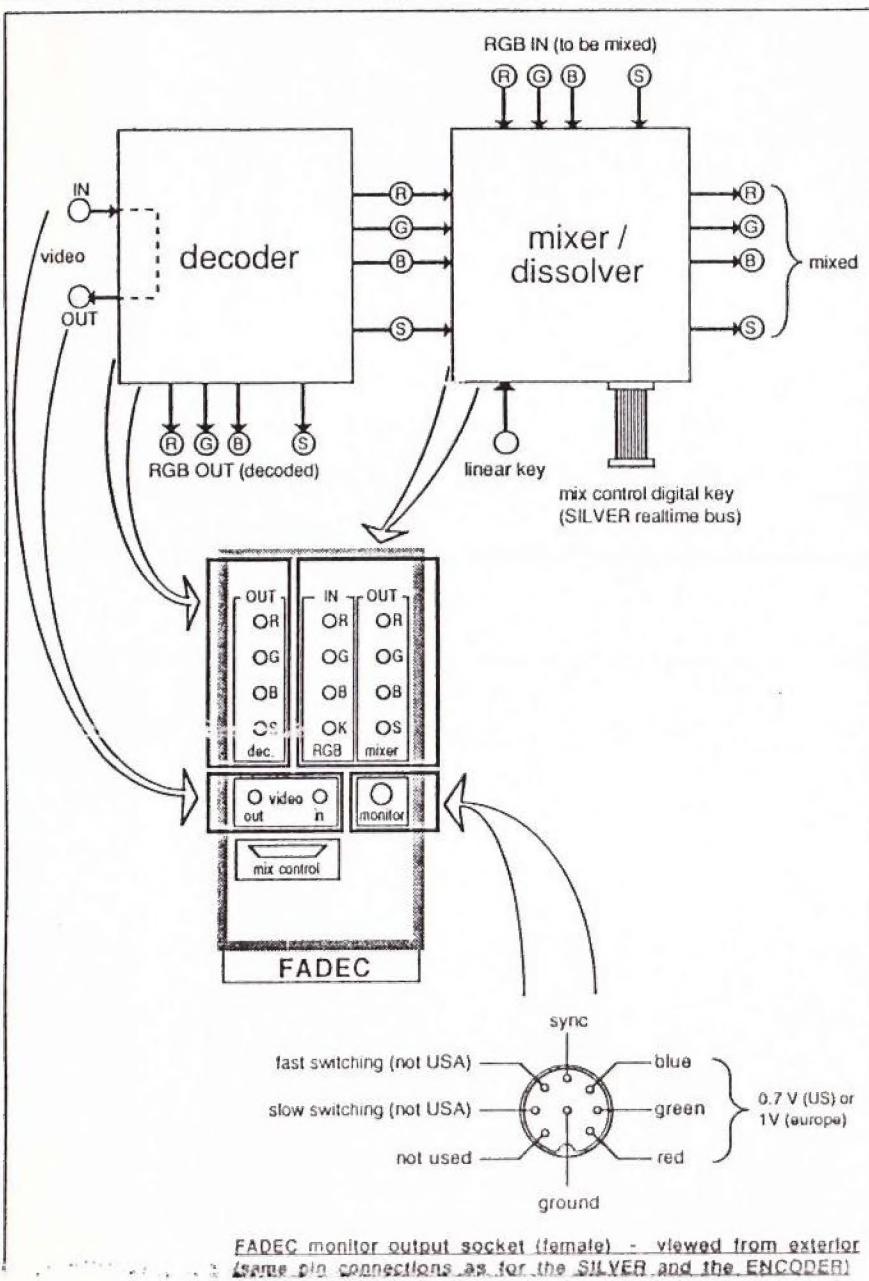
Connection to SILVER for decoding only



Variable transparency mixing/dissolving



FADEC synoptic



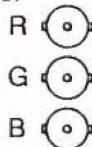
VIDEO INPUT SIGNALS

Comp	TYPE	Composite video
		PAL, SECAM, NTSC 3.58, NTSC 4.43, B & W
NOMINAL LEVEL		Bright 0.7 V Sync 0.3 V
POLARITY		Positive bright, negative sync
IMPEDANCE		75 Ω
CONNECTOR		BNC connector
R	TYPE	RGB analog
G	NOMINAL LEVEL	0.7 Vpp (non composite)
B	POLARITY	Positive bright
	IMPEDANCE	75 Ω
	CONNECTOR	3 BNC connectors
Key	TYPE	Composite B & W
	NOMINAL LEVEL	0.7 V
	POLARITY	Bright (Key) 0.7 V Sync 0.3 V
	IMPEDANCE	75 Ω
	CONNECTOR	BNC connector

VIDEO OUTPUT SIGNALS

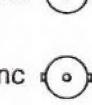
Video	TYPE	Composite video
	NOMINAL LEVEL	Bright 0.7 V Sync 0.3 V
	POLARITY	Positive bright, negative sync
	IMPEDANCE	75 Ω
	CONNECTOR	BNC connector
Decoder	TYPE	RGB analog
R	NOMINAL LEVEL	0.7 Vpp (non composite)
G	POLARITY	Positive bright
B	IMPEDANCE	75 Ω
	CONNECTOR	3 BNC connectors

Mixer

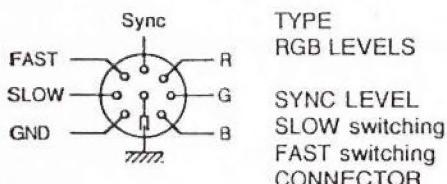


TYPE : RGB analog
NOMINAL LEVEL : 0.7 Vpp (non composite)
POLARITY : Positive bright
IMPEDANCE : 75 Ω
CONNECTOR : 3 BNC connectors

Sync

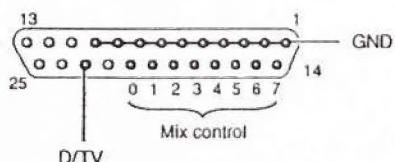


TYPE : Composite Sync
NOMINAL LEVEL : 0.8 V to 1.5 Vpp
POLARITY : Negative
IMPEDANCE : 75 Ω
CONNECTOR : 2 BNC connectors



TYPE : Monitor
RGB LEVELS : 1 Vpp (0.7 Vpp USA) 75 Ω , non composite
SYNC LEVEL : 0.8 V to 1.5 Vpp, negative
SLOW switching : 0.8 V to 1.5 V positive, 10 K Ω
FAST switching : 10 to 15 V positive, 75 Ω
CONNECTOR : 8 pin DIN connector

DIGITAL INPUT SIGNALS



TYPE : Mix control
NOMINAL LEVELS : TTL, HCT
8 BYTES : 0 \rightarrow LSB, 7 \rightarrow MSB
D/TV : 0 Logic (L) \rightarrow Analog Key
CONNECTOR : SUB.D 25 pins

KEY SPECIFICATIONS

